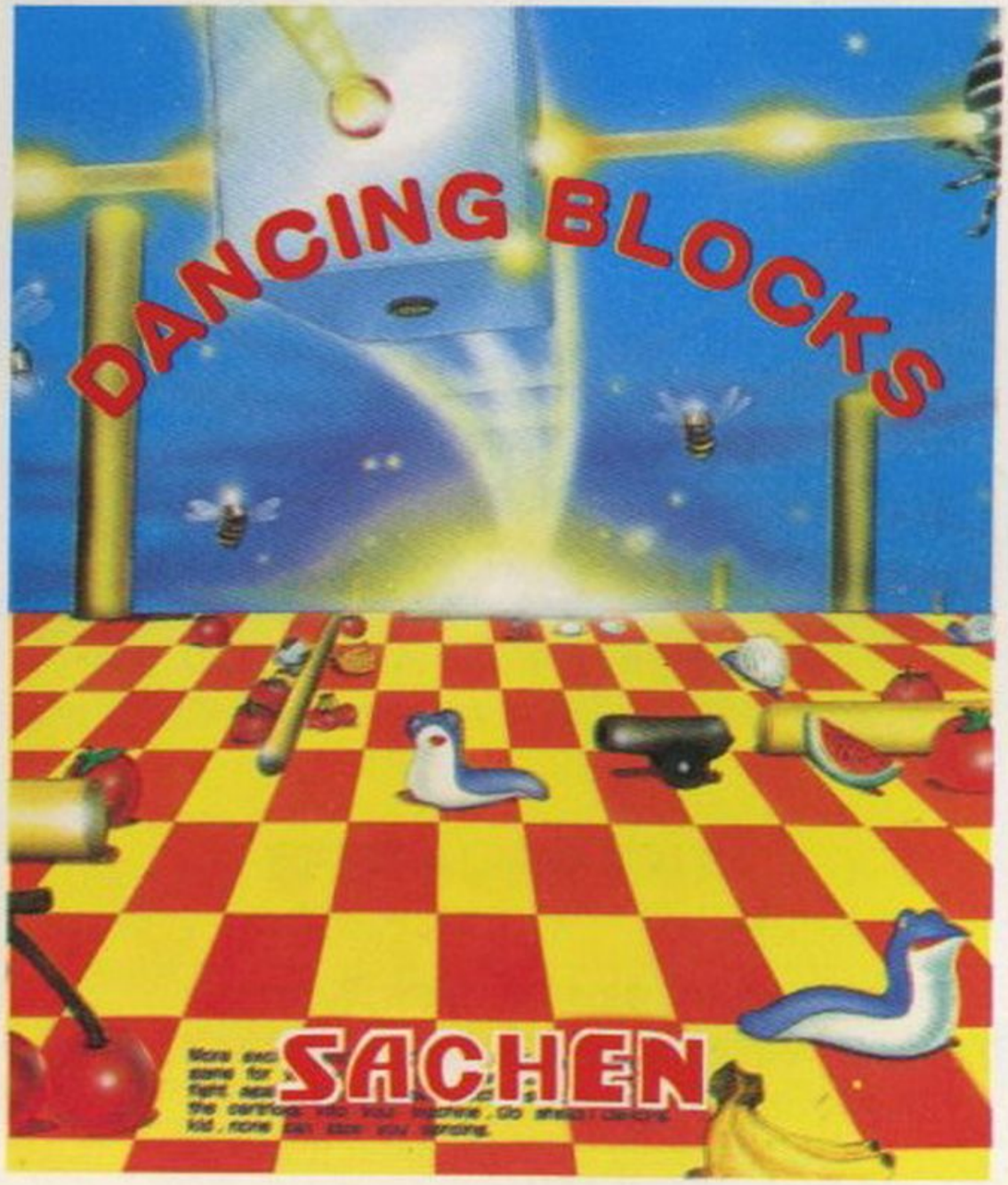
SACHEN



SA-013

DANCING BLOCKS

DANCING BLOCKS CONTROL SUMMARY
CONTROLS

Control Pad Arrows	Move the block in the indicated direction.
Button A	Stages / Level up selection.
	Construction / Identify the object which you have selected.
Button B	Stages / Level down selection.
	Construction / Put down the object.
	Shoot.
Select Button	Selects the option mode.
	Construction / Selects the object.
Start Button	Starts the game also freezes the game.

SPECIAL OBJECTS

Fruits	Collect all fruits for entering next stage.
Cannon	Catch it then you will be able to use cannon on this side of block.
Napalm bomb	Catch it then you will be able to use
	Napalm bomb on this side of block.

Thank you for selecting the cartridge of Thin Chen, Ent.Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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I. INTRODUCTION
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I. INTRODUCTION

On another space, there is a wonderful land which differ from our world. In the world night is as bright as day and everything is unusual huge. In the world Mr. dancing block is a good guy and an optimist. He loves this land and his neighbors – other blocks. But one day something happen, all his neighbors were gone and everywhere surround the eggs of insects and worms. He doesn't know why suddenly his neighbors were disappeared and a lot of worms are fool around on the land. All of this confuse him so he decided to find the answer. Will he succeed?

Copyright 1990 Thin Chen, Ent.
Copyright 1990 Dancing Block.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

Nintendo, Nintendo Enterainment System and NES are trademarks of Nintendo of America, Inc.

II. GAME CONTROL

Select Button	Select the Option mode.
Start Button	Identify what you have selected, Starts the game.

STAGE SELECTION

Button A	Level up selection.
Button B	Level down selection.

CONSTRUCTION

Select Button	Select the objects.
Button A	Identify the object which you have selected.
Button B	Put down the object.

GAME BEGINING

Control Pad Arrows	Move the block in the indicated direction.
Button B	Shoot.

III. GAME MECHANICS

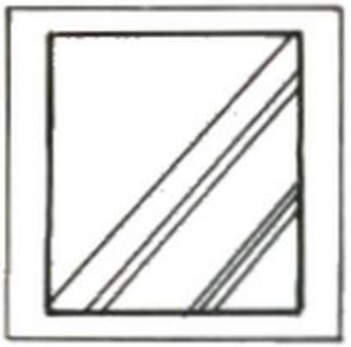
At the beginning of this game you have three blocks to fight with your enemy. Your mission is to collect all fruits, cannons and napalm bombs for entering next stage. You would be able to use cannon or napalm bomb at each side if you had covered it face to face.

Each 20000 points will make you getting an extra block and if you had exhausted your power then you would lose a block.

In 5, 10, 15 stage, and so on, you will fight with devil. We believe that you have bet ter dodge and attack of devil quickly, otherwise you will ....

However hardness of this adventure is, you will overcome any danger, don't you?

IV. THE OBJECTS



Iron board Either block, bombs or napalm bombs cannot pass through it.

Wood board Only the bullet can pass through it.

V. SPECIAL OBJECTS

FRUIT

CANNON

NAPALM BOMB

Fruit = 350 points.

Cannon Catch it then you will be able to use cannon on this side of block. (= 750 points)

Napalm bomb Catch it then you will be able to use napalm bomb on this side of block. (= 1000 points)

VI. ENEMY

EGGS OF INSECTS

BABY WORMS

WORM

DEVIL

Eggs of insects — It will become to a worm and hard to be hatched, destroyed when it is still an egg.

Baby worms = 500 points.

Worm = 175 points.

Devil = 1500 points.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock N. 004-000-00345-4.

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): ( ) _____ - - _____

GRADING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE	1 2 3 4 5
2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1 2 3 4 5
3). COMPARED WITH ALL EXISTING GAMES	1 2 3 4 5
4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1 2 3 4 5
5). GRAPHICS (COLOR, DESIGN, ANIMATION)	1 2 3 4 5
6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1 2 3 4 5
7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT)	1 2 3 4 5
8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)	

- PLEASE ATTACH STEMP TO OPPOSITE SIDE.
- PLEASE WRITE DOWN YOUR ADRESS AND DELIVER TO THE AGENT.
- WE THANK YOU FOR YOUR OPPINIONS.

AGENT'S ADRESS:

67, SEC. 1, CHUNG CHING N. ROAD. TAIPEI TAIWAN SACHEN INC.

PLACE
STAMP
HERE

SACHEN